

Food	Frame
- price : double	- roll1 : int
- fat : int	- roll2 : int
- carbs : int	- bonus : int
- fiber : int	- isStrike : boolean
	- isSpare : boolean
+ Food(price: double, fat: int, carbs: int, fiber: int)	+ Frame(roll1: int, roll2: int)
+ getPrice(): double	+ getRoll1(): int
+ getFat(): int	+ getRoll2(): int
+ getCarbs(): int	+ getBonus(): int
+ getFiber(): int	+ setBonus(b: int): void
	+ isStrike(): boolean
	+ isSpare(): boolean
LunchOrderTest	BowlingGame
(no fields — only uses scanner and Food objects locally)	- frames : Frame[10]
	- currentFrame : int
+ main(args: String[]): void	+ BowlingGame()
	+ addFrame(f: Frame): void
	+ calculateScore(): int
	BowlingApp
	(no fields — main only)
	+ main(args: String[]): void